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 THE  
 POCKET  
 ARMENIAN  
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Vol. I, No. 6

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October 19, 1974

1974FM (PA1)

Spring 1902

BRITANNIA RULES THE WAVES -- BUT NOT BRITANNIA

AUSTRIA (Darden): A Vie-Boh, A Bud S A Ser, A Tri H, F Gre-Bul(sc),  
 A Ser S F Gre-Bul(sc)

ENGLAND (Kellogg): F Lvp-Iri, A Nwy-StP, F Nth-Eng, F Nat-Mid

FRANCE (Gruen): A Par-Pic, A Mar H, F Spa(sc)-Mid, F Bre S F Spa(sc)-Mid  
 A Bel H, A Por-Spa

GERMANY (Barlow): A Hol H, A Mun-Sil, F Ber-Bal, F Den-Nth, A Kie-Den

ITALY (Bean): NMR! Has: A Ven, A Tun, F Ion, F Nap

RUSSIA (Gildroy): A Mos-StP, F Bot-Bal, A Lvn-Pru, F Sev-Bla,  
 A Rum S AUSTRIAN F Gre-Bul(sc)

TURKEY (Moore): A Bul S RUS A Rum(Annihilated!), F Smy-EMed, A Con-Ank,  
F Ank-Con (Last two moves not allowed; see rule VIII)

Stephen Tihor (318 Witherspoon, Princeton U., Princeton, NJ 08540) is asked to send in stand-by moves of Italy. Moves for Turkey this season were sent in by Mike Sieradeki, as Bob Moore is away. In the future, if you're taking over for someone for a while, have the person you're taking over for write and tell us. FALL 1902 moves due 11/8/74.

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 1974?? (PA2) Spring 1901

ITALIANS SING "LA MARSEILLAISE"

ENGLAND (McMullin): A Lvp-Yor, F Lon-Nth, F Edi-Nrg

AUSTRIA (Gilinsky): A Vie-Gal, A Bud S A A Vie-Gal, F Tri-Alb

FRANCE (Adams): A Par-Bur, A Mar-Spa, F Bre-Mid

GERMANY (Gillespie): F Kie-Hol, A Ber-Kie, A Mun-Ruh

ITALY (Kelly): A Ven-Pie, A Rom-Par, F Nap-Tyh

RUSSIA (Zimmermann): F StP(sc)-Bot, A War-Gal, A Mos-Ukr, F Sev-Rum

TURKEY (Penn): F Ank-Bla, A Smy-Arm, A Con-Bul

See COA  
 p. 11

Certain players have requested that they each be allowed to send in standby orders for the other, so that if one missed his moves, the other's set would go through. Personally, we feel that if you want to do this, that's your problem. But we are uncertain as to whether the Boardman Numbers Custodian will consider this legal, so we are inquiring. Until then, it won't be allowed. FALL 1901 moves due 11/8/74.

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GAME OPENINGS AND OTHER TRIVIALITIES

At the present moment, we have openings (5, to be exact) in one more game of regular Diplomacy, and some (5, again) in Youngstown. These are \$5 a spot, including sub as long as you're in the game. Also, openings in RUBLBounce (see page seven).

THE POCKET ARMENIAN  
c/o Scott Rosenberg  
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Jamaica, NY 11432

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Greg Costikyan  
Matt Diller  
Adam Hasanof

THE POCKET ARMENIAN is a magazine of postal Diplomacy & related & unrelated matters. Subscriptions are 10/\$2. Game fee is \$5, incl. sub as long as you're in the game. TPA is published every third Saturday, and runs twelve pages per issue, with an occasional biggie. We welcome contributions paying four free issues per contribution that runs at least one full page, 2 issues for those that are less. We give blanket permission for anyone to reprint anything as long as credit is given and we're sent a copy. Back issues (#s 1, 2, 3, and a few of 5) are available @30¢ each. Diplomacy was invented by Allan Calhamer and is copyrighted by Games Research Inc, 500 Harrison, Boston, MA 02118  
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### YET ANOTHER GAME OPENS! PA3

Yes, in the amazing space of six weeks, we have once again filled a game. Here are the players and their addresses:

AUSTRIA: Scott Bennett Jr., 147-37 38th Ave, Flushing, NY 11354  
ENGLAND: Russell Fox, 5160 Donna Ave, Tarzana, CA 91356  
FRANCE: David Malmquist, 75 E. Wayne Ave, W702, Silver Spring, MD 20901  
GERMANY: J. Allen Lawhon, USS Deliver(ARS-23), FPO, San Francisco, CA  
ITALY: John Weswig, 2115 NW Elder St, Corvallis, Ore 97330 /96601  
RUSSIA: Russ Nekorchuk, Apt. 203, 7000 Nottingham, St. Louis, MO 63119  
TURKEY: Paul Rosenzweig, 26 Pond Park Rd, Great Neck, NY 11023

Gamemaster is Matthew Diller, 85-07 Avon St., Jamaica, NY 11432 (212-AX7-8446). SPRING 1901 Moves due 11/29/74. You get two issues instead of one for SP01, since players need more time for negotiation. All players are receiving the House Rules with this issue.  
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### PA2 Press

(Cadiz, 1901): The French Army, while marching nearby in sweltering heat, decided to take a swimming break. Being French, they did it in the bus. The Spanish Army, while preparing a countermanceuver, stumbled on the swimming Frenchmen. They were so shocked at the sight that they dropped their guns and turned tail. They ran so fast that the hounds couldn't catch 'em, across the wavy ocean to the Gulf of Mexico. Only going to show that "a nod is as good as a wink to a blind horse." ((Isn't that the British, who "weren't as many as there was a while ago"??))

(Ad Nauseam, Italy): I donna forget whatfamasuppofadasay. (me word.)

(London): "The long list of allies of England has grown long ((sic)), meantioned ((sic)) King Ding today to a small crowd of well wishers ((sic)). "They are China, India, Japan, Canada, Australia, America, and many more. We have not had war in 240 years. Things should go well, as all allies will be ours!!! (clap-clap. Cheer's((sic)). Wistled's ((sic)). Yaaahh!!!)

### A NOTE TO ALL PRESS WRITERS

So far, the press submitted has, on the whole, been awful, vapid, jejune, blah, and revolting. In the future, we reserve the right to print or not print press, as we choose. Come on, people, please, pretty please, write some decent press?

MORE ON THE BOARDMAN NUMBERS INCIDENT

A letter from Edi Birsan:

Folks,

The recent editorials in The Pocket Armenian and The Pouch on the subject of the Dipcon and the alleged participation of myself in some kind of Dipcon Conspiracy have managed once again to highlight the irresponsible and undisciplined nature or tendencies of the youthful publishers out of New York. Neither of you were in attendance at the Dipcon, yet you spout details of backroom negotiations which I supposedly attended if not ran, according to your implications. Someone please provide me with more details on this, with hard core facts, for I would like to know what kind of distortions you accept for reality.

The fact remains that for the entire three-day period of the Dipcon I spent maybe a half an hour in the same group as Nick Ulanov and Ray Heuer. It would be wise for you to recall your sources and ask them whether I did not leave shortly after hearing the drivel of that occasion. I made no contact with Conrad von Metzke on the subject of his transfer of the Numbers to anyone while at the Dipcon or afterwards, for that matter.

Furthermore, you accuse the IDA of some sort of function in this alleged plot; this is an outrageous distortion. For the first part, while it is true that Buchanan, Lakofka, Key, and Buchanan ((sic)) questioned Heuer and Ulanov on Ray's expectations and means of handling the job, they did so on no IDA official business. In fact they were meeting as a group and it was pointed out during the half hour that I observed that the meeting was one of the Postal Diplomacy Ratings Commission -- an independent group. As for the IDA's stand on the whole subject my few non-cryptic remarks during the half hour were right on the subject, (to the effect of) "despite my personal opinion to the contrary, it is the policy of the IDA to support the Numbers and the present aristocratic and feudal method by which they are passed on." At that point I left the meeting for fun and games for the remaining three days/nights.

I don't know anything of Beshara's role in this as I saw him only for a brief cameo appearance on the last day for about thirty seconds as he tiptoed about the gaming area.

I resent the slander and falsehoods cast about myself in both your editorials and request, if I may be allowed to slip into a more polite mannerism, a retraction.

As a sad postscript I might add that it is a blow to your journalism credibility that while we live in the same city and telephone zone neither of you bothered to call me before going to press with such a story.

((First I'll deal with your major points. First of all, if you examine the editorial, you will note that nowhere in it are you at all accused of being involved. I admit that saying that we should join the IDA to vote out the people currently in power was misleading. More on that later. But you aren't accused of doing anything. Basically the editorial was aimed at Buchanan, Lakofka, and others. And I didn't call you up because Gil Neiger told me he had already spoken to you and that you told him you weren't involved; since you told him that, I did not accuse you of anything!))

(continued next page)

((Now, there is one thing on which I ought to apologize. In my editorial I falsely stated that the IDA was involved in this scandal. Rather, it was some of the more influential members of the IDA, working through some clandestine (so it seems) organization called the Postal Diplomacy Ratings Commission. As you mention in your letter, it is this group that urged von Metzke not to give the numbers to Haer. I apologize to the IDA for this unfortunate error on my part.

((As far as the rest of your letter goes, no: I will not retract the entire editorial. Aside from what is mentioned above I still feel that it was right. But: rumor has it around here that Len Lakofka (for more on him, see page 12) is running for IDA president. Lakofka was one of the key persons in the affair. I call on all people who wish to save the IDA the ordeal that having Lakofka as president would be, by voting for Edi Birsan in the upcoming election. He has shown in the past that he is a capable leader, and I believe him when he says he was not involved at all in any of the mess that I'm upset about.

((But: I am a little bit taken aback by some of the terminology you used in your letter. I can't speak for THE POUCH, but I think I'm correct when I state that THE POCKET ARMENIAN has never before done anything that ANYONE might call "irresponsible." And I don't think "youthfulness" should come into the matter at all. When you say "once again ...irresponsible" you mean that it has happened many times before. I don't think there is any basis whatsoever for this charge. And I don't think there were any "slanders and falsehoods" cast about you. Your name was mentioned once, and that only saying that you were an IDA officer.))

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SUN MYUNG MOON IS COMING TO TOWN (Tune: Obvious)

reprinted from GRAUSTARK #318

You'd better not hate,  
You'd better not fight,  
You'd better believe  
The Radical Right.  
Sun Myung Moon is coming to town!

You'd better not sneer,  
You'd better not laugh,  
Or black-belted goons  
will tear you in half.  
Sun Myung Moon is coming to town!

He is the new Messiah,  
A hundred times as good  
As a loud-mouthed Okie Baptist  
Or a teen-age Hindu hood!

He doesn't want fame  
Or power or land,  
Just women in bed  
And cash in his hand.  
Sun Myung Moon is coming to town!

He's looking for girls  
To start a new race,  
So open your legs  
and shut up your face.  
Sun Myung Moon is coming to town!

Unquestioning submission  
Is what he wants from you.  
He thinks a lot of Chung Hee Park,  
And Richard Nixon, too!

He's making a speech  
And leading a band,  
They say that he's worth  
A few thousand grand.  
Sun Myung Moon is coming to town!

His kids are around  
In every niche,  
Begging for dimes  
And making him rich.  
Sun Myung Moon is coming to town!

He's come in from Korea  
To make us understand.  
He's going to make America  
Just like his native land.

He's pulling in crowdss  
From far and from near,  
They won't know his name  
By early next year.  
Sun Myung Moon is coming to town!

DAS RHYMEKRIEG (alias DER RHYMEKRIEG)

This is developing into a sort-of free-for-all, so anybody who feels like exercising poetic license (licentiousness?) just send your work in. This time around we've got . . . Jones (of course), Bob Lipton (a cameo appearance), and Adam Gruen.

AN UNOFFICIAL DIPLOMACY REVENGE SONG

by Evan Jones

Into a jet plane I will go  
And I got good reason to, you know.  
By Kasanov I have been sassed  
And the moment I see him will be his last.  
And when I catch him, I'll make him quail  
For insulting me and beer and ale.  
Out of the sunset, red and gold,  
Over the tenements, grey and old,  
Then I'll hold his head in a painful position  
And beat him with vigor on the snout;  
It will be a one-sided attrition,  
A decisive victory, a rout.  
A six-pack a year, sir, sounds in my ear, sir,  
While I rip him from ears to tail.  
Then I'll go down to a pawn shop and trade  
his Diplomacy set for ale.  
After a good hefty six-pack a year, sir,  
of ale and beer, sir,  
In Central Park I'll bury the queer, sir,  
In the land of dogshit where the ginka grows.

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"The pen is mightier than the sword,"  
Say Kasanof and Jones who are matching their wits.  
This writer, however, is really quite bored,  
With their poems written during convulsive fits.

Whatever humor they may have possessed  
Has been, I fear, completely lost.  
After reading their garbage, one needs a LONG rest  
(Do you realize what suffering these devils have caused?)

What bravery THE POCKET ARMENIAN has  
To publish the poems written by those poor blighters.  
Methinks the world would be safer if  
Someone took courage and stole their typewriters.

-- Adam Gruen

((But then how would I fill these pages?))  
((This next one is -- well -- offbeat (all wet?) and not properly  
part of the Rhymekrieg. Nonetheless...))

THE SINKING OF THE TITANIC By Johncliberman

Glub,	Gasp, Gasp, Gasp
Glub,	Ophelia.
Gurgle, gurgle,	Glub.
Glub.	

THE CANARSIE RATING SYSTEM: PART II  
(previously known as "The Honig Rating System")

By Michael Honig

In response to my last article, several interesting points or questions have arisen on which I feel I should comment.

One comment raised by Bob Lipton, though tactlessly put, is validly raised and challenges the rationale behind my rating system.

Bob's feeling is basically this: the object of Diplomacy is to win. (On this we agree). If, however, one is unable to win, his next objective should be to avoid losing, i.e., a draw. Ergo, a rating system which challenges draws challenges the heart of the game's objective. I disagree.

The point of Diplomacy is to win using all means available: strategy, tactics, and diplomacy. A rating system which minimizes to the point of non-existence any finish other than win or draw reduces this important diplomatic option. Thus, encouraging draws is what truly robs Diplomacy of its heart.

An anti-draw rating system allows the opportunity to offer a player a finish more valuable than a three-way draw without necessarily taking first, thus prompting a higher percentage of completed games.

The remaining points are procedural.

First, how would my system deal with a drop-out? I feel a drop-out should be averaged in as a zero. It should be pointed out, however, that anyone indifferent enough to drop without motive probably wouldn't care enough about his rating for this to be a discouragement.

Second, how should a resignation be handled? I would be kinder on this count if only because it permits an orderly transferral of power and continuation of flow within the game. I would gauge this as however his country eventually finishes, but not to be higher than his present rating. Thus, a player cannot resign while in first and get credit for it, and cannot benefit from another player's skill to the point where it makes him look better.

Third, at least one person has written me asking me why I made a first place worth seven and a seventh place worth one and wouldn't it be better the other way around? Well, in designing a system certain arbitrary standards must be set, and that was one of them. If anyone out there wishes to do it the other way around, you may.

Serious comments are appreciated. Keep those cards and letters coming, folks. ((If you want to, write Mike at 1494 E. 96th St., Brooklyn, NY 11236.)) ((Bob Lipton, If you'd like to reply, you may.))  
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DAS RHYMEKRIEG (continued from preceding page)

A contribution from Bob Lipton:

A man who uses English poem forms  
Ineptly for a Russian song to write,  
Who, in fake middle English rants and storms,  
And rages of his poetaster's might:  
Who tries to stun, with hocus-pocus  
Who causes all his readers gravest pains,  
Who charms the Diplodocus,  
But none who own to brains.  
And so, we sit, while heaving groans,  
Reading of the poems of Evan Jones.

# Announcing: RUBLBOUNCE

Rublbounce is a computer wargame, simulating, among other things, World War III. There are two types of countries: majors and minors. Minors are, for the most part, played by the computer. Majors are played by players.

During a normal turn, a player may build ABMs, missiles, diseases, and/or more factories with his factories. He may also give money or missiles to minors, and missiles, diseases, factories, and/or money to majors.

Each major has a popularity index in each minor. Popularity Indices are raised one point when a million dollars is given to a minor and ten points when a missile is given. The person with the highest popularity index in a given minor controls that minor.

During a battle turn, players may fire missiles and/or loose diseases on other players. Because of decaying orbits, one may plot missiles to land on their target up to 16 turns after they have been launched. Nobody knows where a missile will land until it does, thus allowing for secrecy, uncertainty, and stabbing in general. One missile kills a million people, but an ABM cancels out a missile.

Diseases are rather interesting. (I'm sure, Greg.) One may build no more than ten diseases but one does not expend a disease when firing it. (Merely plop down a bit on a petri dish before shoving it on its way to Igrovnod.) When one fires a disease at a country 90% of the population of that country is wiped out. However, the remaining ten percent are immune to that disease. These diseases may spread once released. Players will be allowed to name their diseases.

This is only a playtest version. It is essentially adapted from "NUCLEAR DESTRUCTION" copyrighted by Richard Loomis of Flying Buffalo Inc. (PO Box 1467, Scottsdale, Ariz., 85252) and game-mastered by him for \$3.75 a game. Before we run RUBLBOUNCE commercially substantial changes and improvements will be made; for instance, ICBMS, independently-targeted multiple warheads (or whatever those jobbies are called) Disease control, immunity, and famine!

We are now opening one playtest game of RUBLBOUNCE: it costs nothing, we ask only that you receive TPA (either by trade, sub, or gamefee).  
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## 1618 Errata

IN TPA #4, we printed a variant called 1618. There were a number of mistakes. Here are the corrections:

FRANCE was left out from the starting position listing. He gets A Paris A Burgundy, and A Chalons. Denmark is incorrectly listed as getting A Copenhagen; this should be F Copenhagen.

To clarify rule 6: If PALATINATE controls Prague in Winter 0618, it become a Palatinate home center for the rest of the game. If Austria controls Prague in winter 1618, it becomes Austrian home center for the rest of the game.

It should be pointed out that no fleets may be built along, or moved along the North Sea coast.

For details on the playtest game, see page 12.

BOOK REVIEW: THE DERYNI CHRONICLES, by Katherine Kurtz

I. Deryni Rising

II. Deryni Checkmate

III. High Deryni

Rarely does one get the chance to look on during the process of maturing that most authors go through, to see first hand the evolution of an author's style. There is even less of a chance of this occurring in a field as limited as "fantasy -- Tolkienian." I therefore am delighted to watch this process take place as The Deryni Chronicles unfold.

About five years ago, Ballantine Books decided to cash in on the Tolkien fad by reprinting other "Adult Fantasy" authors in their series by the same name. This series has aided the genre toward a renaissance. It's just fine for book companies to reprint another Edgar Rice Burroughs book with New Illustrations by Joe So-and-so, the Greatest Fantasy Artist that Ever Lived, but, at least to me, any field that ends up that way is dead and buried. Ballantine is to be commended for re-viving the active writing of adult fantasy, although their original intention was not nearly as idealistic; they were out to make money.

A few new authors have emerged from the Ballantine series. My personal favorite is probably the author of the Deryni books, Katherine Kurtz. Although her books are often flawed or "underdeveloped," they have a consistent vitality and excitement when compared with much of the other stuff that has passed and is passing for fantasy.

The first of the books, Deryni Rising, sets the scene, gives us background information, and serves as a general introduction. Although it has a plot of its own, and one that is very good, by hindsight it appears that it is merely a prelude to the plot that unfolds in the second and third books. For the purpose of this discussion, these two books will be considered as one: plot-wise, they are, but it was more profitable and economical to print it as two separate volumes.

The second two books show us the evolution of the author's ability. The writing becomes less blunt and matter-of-fact, but does not descend to the point of over-dramatization that is reached by many would-be fantasy authors. However, the plot of this second portion of the Chronicles seems to me to be tainted. I will not reveal anything of the ending, to those who would like to read the books and have not as yet, but it is very anti-climactic. Also, during the course of the third book, The Camberian Council, which is referred to in respectful and almost reverent terms in the first two books, is revealed to be nothing more than a place at which various Deryni lords squabble. This is another case of disappointing anti-climax.

These points notwithstanding, the books are still extremely worthwhile reading, for anyone who has the remotest interest in fantasy. And, although the Chronicles were originally intended to be a trilogy, it has been announced that they will be continued. Possibilities for future subjects include a Crusade-type story, a plot set before the time-period of the first trilogy, and further development of the present world of the Eleven Kingdoms. (Eleven are never enumerated.) While at present the first two Deryni books are out of print, Ballantine will probably reprint them shortly. I recommend these books to everyone, and am anxiously awaiting the publication of new books in the series.



# TAMPPANZER SYSTEM COMPLETE -- Part III

By John Fernandes

Name	AS	TYPE	RANGE	DS	MVT
<u>American or Allied:</u>					
Sherman II	9	-	24	8	10
M10TD	10	-	30	3	10
M36TD	12	-	30	4	10
Sherman Ia	H(105)		50	6	10
Priest*	H(105)-		50	4	9
Sherman	7	M	20	7	10
Stuart	5	M	10	4	15
Grant(special)	6	M*	20	6	10
M8/AC	5	M	10	2	18
M20/AC	5	R	5	2	18
INFANTRY	6	R	10	6	1
105mm SP*	H	-	100	2	10
155mm SP*	H	-	100	3	10
M3/75 AT*	7	M	20	3	18
M3/75 "H"*	H	-	50	3	18
105mm*	H	-	100	2	0
155mm*	H	-	100	1	0
Quad 50	16	R	10	3	0
Quad 50SP	16	R	10	3	18
60mm "M"	H	-	20	3	1
81mm "M"	H	-	20	3	1
107mm "M"	H	-	50	2	1
Para.	8	R	6	6	2
<u>Japanese</u>					
T94	2	R	5	1	11
T89b	4	A	8	2	7
T97	3	A	6	1	12
Sumida A/C	14	R	5	1	18
70mm "H"*	H	-	50	2	0
105mm "H"*	H	-	100	2	0
60mm "M"*	H	-	20	3	1
81mm "M"*	H	-	20	3	1
INFANTRY	5	R	8	8	1
<u>Dutch</u>					
A/C	5	R	5	1	20

\* Unit must obey facing rule(9.4)

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## ADDITIONAL RULES:

### I. Artillery

- 1) Range Attenuation  
(Direct fire mode only)  
guns only

RANGE	EFFECT ON DIE ROLL
25 hexes or less	-1
12 hexes or less	-2
6 hexes or less	-3
3 hexes or less	-4

2) "H" results based on calibre  
(guns only)

(a) 75 & 76.2mm Field Guns

D	RESULT	
I	-3	D4
E	-2	D4
R	-1	D3
O	0	D3
L	1	D3
L	2	D2
	3	D2
	4	D1
	5	D1
	6	-
	7	-
	8	-
	9	-

ADD 3 TO DIE  
ROLL FOR MOV-  
ING TARGET

(b) 87mm to 105mm Field Guns

D	RESULT	
I	-3	D4
E	-2	D4
	-1	D4
R	0	D4
O	1	D3
L	2	D3
L	3	D2
	4	D2
	5	D2
	6	D1
	7	D1
	8 etc	-

ADD 5 TO DIE  
ROLL FOR  
MOVING TARGETS

(c) 120mm to 155mm Field Guns

D	RESULT	
I	-3	D4
E	-2	D4
	-1	D4
	0	D4
R	1	D4
O	2	D3
L	3	D3
L	4	D2
	5	D2
	6	D2
	7	D1
	8	D1
	9 etc.	-

ADD 5 TO DIE  
ROLL FOR  
MOVING TARGETS

# Kampfpanzer System Compleat III (continued)

## (3) Mortars: No range attenuation

### (d) 60mm mortar

	RESULTS
D 1	D2
I 2	D1
E 3	D1
R 4	D1
O 5	-
L 6	-
L 7	-
L 8	-
9	-

### (e) 81-82mm/3" calibre mortar

	RESULTS
D 1	D2
I 2	D2
E 3	D1
R 4	D1
O 5	-
L 6	-
L 7	-
L 8	-
9	-

### (f) 107 or 120mm Calibre mortar

	RESULTS
D 1	D3
I 2	D2
E 3	D2
R 4	D2
O 5	D1
L 6	D1
L 7	-
L 8	-
9	-

SPECIAL SECTION: NEBELWERFER & KATYUSHA (see special rules top of next column):

	RESULTS
D -3	D4
I -2	D4
E -1	D4
R 0	D4
O 1	D3
L 2	D3
L 3	D3
4	D2
5	D2
6etc.	D1

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Next issue: the OB's and the Terrain Effects Chart.

## Rules for Nebelwerfer/Katyusha:

- 1) Use range attenuation.
- 2) Always undergo indirect fire procedure.
- 3) If scattered, it is scattered 1 Or 2 hexes at random: Odd#=1 hex, Even#=2 hexes. Roll for direction.
- 4) It is always loose pattern; affects armor in center hex.

## OTHER RULES

### Riding Fighting Vehicles:

Russians may; Germans may after Jan. '43.

## FIRE EFFECTS when Infantry rides

- "A" fire= affects vehicles  
Infantry must dismount
- "I" fire= affects all equally
- "H" fire= Tight pattern affects both vehicle & infantry separately; Loose pattern affects infantry only.

"R" fire= affects infantry only

Infantry riding on tanks receiving combat result other than PIN must automatically dismount.

A fighting vehicle hit by opportunity fire or moved into H fire drops the infantry on that hex even though combat results don't take effect till end of movement phase.

Infantry units and 37mm AT guns (towed) may be dropped "on the run." This costs 6 MPs to the carrier unit. Plot "drop 6" at the desired point in the movement plot. These units may fire in the next fire phase.

Halftracks carrying infantry don't disappear when infantry is dropped. They may move off or stack with the unit. They have a defense strength of 1(soft) in this state of stacking. They may move off; spot for art'y; overrun; be overrun; and be destroyed. No victory points for destroying. Halftracks carrying towed weapons & trucks become unarmed and disappear when the unit dismounts.

PA1 Press

Rome (Dec. 7, 1901): NEW GOVERNMENT PROCLAIMED

Tonight at 6:30 GMT a new Italian government was proclaimed among the ruins of the Forum Romana. Giovanni Condottierre, the commander of the Tunis occupation army was named Praetor-in-chief of the Italian Republic. Those members of the militia who overthrew the old government were named members of the reformed Praetorian Guard. Condottierre announced that Italy would mobilize her forces to keep up with the other powers who have already done so. He also said that the Italian food shortages could only be solved by taking land away from those who are unable to use it as efficiently as the Italians or those whose needs are not as great. He also sent congratulations to the new English Government and said, "It's nice not being the only new kid in town."

ALL PLAYERS IN PA2 NOTE MARK ZIMMERMANN'S NEW ADDRESS:

Caltevh 1-87, Pasadena, CA 91126

PA2 PRESS

MOCKBA: Rumors of a Russian naval disaster in the B ack Sea are false. A small explosion, apparently due to sabotage by a certain central European monarchy, did occur, but its effects were minimal. The fleet is putting into Rumanian ports for routine protective maintenance. If Turkish naval engineers will help with repairs, it would be greatly appreciated.

(Berlin): The National Aeronautics Administration announced here today that it had completed initial studies of Count Zeppelin's Z-1 War Balloon Prototype and had recommended to the admiralty that it purchase five more of these most unusual vessels for closer examination, as they appeared to have great potential for specialized reconnaissance work. In addition, the importance of military balloons in military operations could not be underestimated as they had proved their worth in the war with Austria in 1868 ((wasn't that 1866?)), and in the Russian invasion of Alaska in 1896 they were also reported to have done well, though the American models were greatly inferior to Von Zeppelin's design. ((Goddamn it, keep your tenses straight.)) Von Zeppelin is quoted as saying that the German Empire has an excellent chance of becoming the primary air power in Europe, if it acts now to develop its air force. At present, Germany is the only country in Europe with a working balloon capable of transporting men and equipment. If it is able to maintain the lead in the years ahead, there is no doubt that the German War Balloons could prove to have an important effect on its foreign policy, giving it the upper hand more often than not. And it appears that Germany's air power would be virtually unchallenged with the exception of a few primitive non-rigid balloons in the hands of the American army, which appeared to have learned nothing from its experience in Alaska. Von Zeppelin presented his address before the Kaiser and his ministers, who are presently undecided as to which would prove the superior air weapon, the light Drachenfliegers of Bavarian design, or the mammoth Luftschiffe of von Zeppelin. Popular sentiment has been excited by all the widespread speculation that if yet another major European war broke out (and it is beginning to look as if one will), Germany's air force could prove a deciding factor. The council of the Confederation of German States is expected soon to present before the Kaiser a bill authorizing an appropriation of over 5,000,000 Reichsmarks for aeronautical research.

Back page that everyone sees

PA2 Press

(ROME-PARIS): I see that once again you refuse to write before the deadline. So be it.

(YEREVAN-Ron): Do you always send your fallacious orders in duplicate?

PLUGS and other miscellany (in other words, mostly plugs)

THE PLAYTESTOR: This magazine(?) is published by Gil Neiger for the sole purpose of playtesting new variants. If you'd like to help playtest a variant (it's cheap), all you have to do is sub to THE PLAYTESTOR for \$1 for 10 issues. That just about covers postage! At present, one section of Fred Hyatt's COLONIA (a global variant) is being run. There are openings in 1618 and 260 AD both of which appeared in the pages of this magazine some time ago.

LIASONS INFERIEUSES -- This is a hilarious satire on Len Lakofka's zine LIASONS DANGEREUSES. Apparently Mr. Lakofka feels that in Diplomacy, if you make and sign a treaty, you are bound to keep it, and if you don't, you are a son of a bitch and should be banned from all postal games! Anyhow, this is worth it! Just send 10¢ postage to Paul Boymel, 3001 Veazey Terrace NW, Apt. 1014, Washington, DC 20008

THE INVERTED GRAPEFRUIT -- This is a Science-fiction fanzine especially devoted to satire and other insanity. It runs \$2.50 a sub (I think). Its editors are (at least in part) the editors of this rag, so you know its got to be.....Write Greg Costikyan at 310 E. 50 st, New York, NY 10022

Well this issue is just about done. It was originally supposed to be a big 18-pager, but some people who will remain nameless did not write the things they promised. Oh well.

Our circulation is now at an astounding 72.

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Confectus Est

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FIRST CLASS

\_\_\_ I solicit a trade  
\_\_\_ See page \_\_\_ for your game  
\_\_\_ Hello person